MASSIVE DARKNESS 2

FOUR HORSEMEN

RULES & QUESTS

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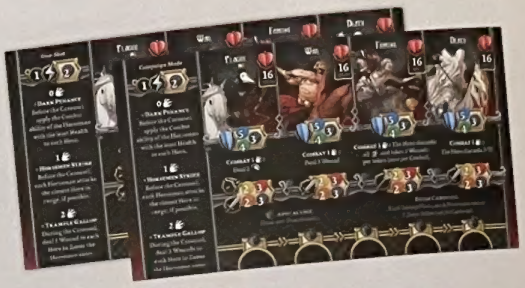
GAME COMPONENTS



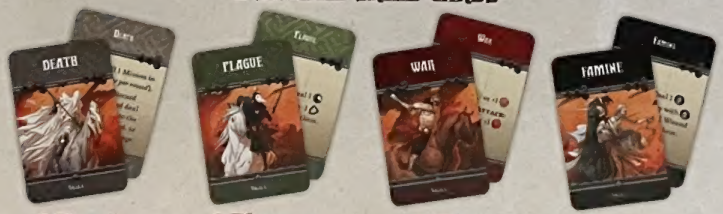
Double-Sided Boss Dashboard x1

24 ROAMING MONSTER CARDS

4 ENEMY MINIATURES

Death Plague War Famine

4 SPECIAL SKILL CARDS



1 Death 1 Plague 1 War 1 Famine

51 TOKENS

Plague Token x25

War Token x1

Famine Token x25

16 PUNISHMENT CARDS

4 Death 4 Plague 4 War 4 Famine

4 GAME TILES (DOUBLE-SIDED)

GAME OVERVIEW

Massive Darkness 2: Four Horsemen is an expansion to *Massive Darkness 2: Hellscape* and *Massive Darkness 2: Heavenfall*, featuring the Four Horsemen of the Apocalypse. These powerful enemies can play as Roaming Monsters or as a single epic Boss. Their abilities bring new mechanics and a special gameplay challenge to any Quest where they are present: The Horsemen's Punishments.

This expansion also includes new Quests to play **either in one-shot or Campaign Mode**, including a final Boss Fight against all Four Horsemen at the same time!

In order to achieve victory, players must complete all 5 of the available Quests, following the Campaign track (see page 4). If players lose the same Quest 3 times, they lose the Campaign!

When playing in Campaign Mode, players will also need access to the Town and the higher levels components from *Massive Darkness 2: Heavenfall*.

MIXING FOUR HORSEMEN WITH OTHER BOXES

Massive Darkness 2: Four Horsemen comes with 4 additional Roaming Monsters and their special Punishment cards. To include them in your games, simply shuffle the Roaming Monster cards into their corresponding decks (note that cards for levels 6-7, 8-9, and 10 are only used when playing in Campaign Mode) and form each Punishment deck according to the Roaming Monster that is chosen.

As these Roaming Monsters are exceptionally challenging, it is recommended to add only 1 in each Quest.

ADDITIONAL CONCEPTS

ENEMIES

The Four Horsemen have special components that are used whether they're being played as Roaming Monsters or together as a Boss.

- **Punishment Cards:** Each of the Four Horsemen has their own deck of 4 Punishment cards, specified on the back of the cards. As long as a Horseman is in the Dungeon, its respective deck is in effect. Shuffle the deck and at the start of each Hero Phase, draw 1 Punishment card. That card is in effect until another card from that deck is drawn. If players draw the Greater Punishment card, as indicated on the top of the card, it triggers the Horseman's special action (as described on its card) during its Activation in the Enemy Phase. The players then reshuffle the Punishment deck at the start of the Darkness Phase.

- **War Token:** When the War Horseman is in the Dungeon, players might be required to use the War token. While this token is assigned to a Mob it serves as a reminder. When the Mob is killed, it becomes available again. If War is killed, discard the token.

- **Famine and Plague Tokens:** When either the Famine or Plague Horseman is in the Dungeon, players might be required to use the Famine and Plague tokens.

IMPORTANT: When Heroes Heal by any means, they may instead remove Famine or Plague tokens for the amount Healed. Whenever a Hero is KO'd, remove all Famine and Plague tokens from that Hero.

QUESTS AND CAMPAIGN

- **One-shot Quests:** All 5 Quests can be played as single Quests using the regular Hellscape rules with these additional rules:

  - When playing a Quest with a Horseman's Name in the title (i.e., A through D), do not include the other 3 Horsemen in the Roaming Monster deck.
  - When playing the Final Quest, **do not** include any Horsemen in the Roaming Monster deck.
  - When playing the Final Quest, **use** the One-shot side of the Boss Dashboard.

- **Campaign Achievement:** The first time you lose the same Quest twice in a row, gain 1 Lifebringer token. Start each subsequent Quest with an extra Lifebringer token, until the end of the Campaign. This Achievement may be accomplished at any moment, even out of the Town Phase.

- **Campaign:** When playing this Campaign, players must use the same Setup and Campaign Mode rules as described in *Massive Darkness 2: Heavenfall*, with a few additional rules:

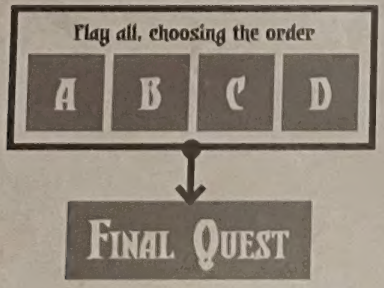
  - When playing a Quest with a Horseman's Name in the title (i.e., A through D), **do not** include the other 3 Horsemen in the Roaming Monster deck.
  - When playing the Final Quest, **do not** include any Horsemen in the Roaming Monster deck.
  - Each Quest has a box with specific changes, special rules, and Campaign progression instructions.
  - The composition of the Treasure bag at the start of each Quest is listed below.

- **Treasure Bag:** The Treasure bag contents at the start of each Quest is determined by the order of the Quest in the Campaign (regardless of which Quest it is):

  - Quest 1: 10 Common, 3 Rare
  - Quest 2: 5 Common, 4 Rare, 2 Epic
  - Quest 3: 4 Rare, 6 Epic, 2 Legendary
  - Quest 4: 2 Rare, 6 Epic, 3 Legendary
  - Final Quest: 6 Epic, 4 Legendary

- **Campaign Phase:** Players may choose the order to play the Quests A, B, C, and D. Once they have won all 4 Quests and defeated each of the Horseman, they proceed to Final Quest and face them combined as the Boss.

  - After winning each Quest, players choose 1 Hero to gain the corresponding Horseman skill for the rest of the Campaign.
  - Note that when a Hero has the Famine or Plague skills, the corresponding tokens are not removed from Enemies in case 1 of these Roaming Monsters is killed. The Horsemen skill cards are only used in Campaign mode.



QUEST A:
PLAGUE

Plague can weaken the mettle of even the mightiest hero. The rider has spread its pestilence among the hostages and if the disease spreads, there might be no coming back for anyone! The Heroes must attend to the sick hostages before there is any chance of defeating Plague.

Tiles needed (from *Hellscape*, [A] Tiles): **1A, 2A, 5B, 6A.**
Tiles needed (from *Four Horsemen*, [F] Tiles): **2A.**

QUEST OBJECTIVES

Complete the objectives in order:

1- **Find the Antidotes:** Pick up the 2 Fountain tokens
2- **Spread the Cure:** Discard an Antidote while in the same Zone as each of the Objective tokens
3- **Defeat Plague:** Kill the Plague Roaming Monster

QUEST SPECIAL RULES

• **Special Setup:** Spawn a Level 5 Plague Roaming Monster in the indicated Zone.

• **Antidote Chambers:** Each of the 2 Fountain tokens that start in the Dungeon represent an Antidote for the disease that is spreading. When revealing a Chamber containing a Fountain token, do not resolve a Door card. Replace the Loot with Treasure tokens, spawn a Mob as usual, and place that Fountain token on the Mob card. The Hero who kills the Mob immediately gains the Fountain token and places it in their Inventory. Do not resolve the Fountain token's Healing effect. The token can be traded as an item.

Hero Starting Zone

Plague's Zone

Objective Token x2

Starting Mob Zone x1

Spawn Token x4

Fountain Token x2

Forge Token x1

Pillar Token x2

Regular Chest Token x1

Greater Chest Token x1

Bear Trap Token x2

Closed Door x9

Roaming Monster Portal Token x1

Portal Token (Up to x2)

Spike Trap Token x4

Bridge x2

*Loot tokens are placed according to the number of Heroes:

1-2 → 1

3-4 → 2

5-6 → 3

• **Sick Hostages:** Each Objective token represents a sick hostage that is being held by Plague. Any Hero with an Antidote may discard it by spending 1 MP while in the same Zone as an Objective token to cure and free the hostage. Discard the Objective token and each Hero in that Zone fully Heals. Then, each Hero gains 7 XP.

• **Lord of Plague:** Until all the hostages have been freed, Heroes are not able to attack Plague, move into Plague's Zone, Wound, or apply any abilities or effects to it in any way. Once both Objective tokens have been discarded, Heroes are able to attack Plague, apply abilities and effects as usual, and may move into its Zone.

• **Plague Horseman:** Before all the sick hostages have been cured, Plague only activates when the 'Pestilence!' Punishment card is revealed. After both Objective tokens have been discarded, Plague activates as a regular Roaming Monster.

Campaign Changes

- **Special Setup:** Spawn a Plague Roaming Monster 2 tiers above the current Dungeon Level instead of a Level 5.
- **Sick Hostages:** When an Objective token is discarded, each Hero gains 12 XP instead.

Campaign Progression

- **Rewards:** Choose 1 Hero to gain the Plague Skill card. Draw 2 Treasure tokens from the bag. Draw that many Treasure cards from the corresponding decks. Distribute these cards to the Heroes and return the tokens to the Treasure bag.
- **Distribute Experience amongst Heroes as they wish:**
  1-2 Heroes: 3 XP
  3-4 Heroes: 7 XP
  5-6 Heroes: 11 XP
- **Update Treasure bag and go to the next Quest (see page 4).**

Quest B:
Famine

Famine would be a silent killer, if not for the gnawing pains of hunger emanating from stomachs of the people affected. Slowly but surely, it will bring an emaciated end to those who do not tend to it. A Scroll of Plenty must be found so the Heroes may stave off the power of this Horseman!

Tiles needed (from *Hellscape*, [A] Tiles): **1A, 3A, 4A.**
Tiles needed (from *Four Horsemen*, [F] Tiles): **3A.**

Quest Objectives

Complete the objectives in order:
1- Gather the Scroll of Plenty fragments: Pick up the 4 Objective tokens
2- Defeat Famine: Kill the Famine Roaming Monster

Quest Special Rules

• **Special Setup:** Spawn a Level 5 Famine Roaming Monster on the indicated Zone.

• **Gather the Scroll Fragments:** Each Objective token represents a piece of the legendary Scroll of Plenty that has the power to sow infinite crops. A Hero standing in the same Zone as an Objective token may spend 1 MP to collect it, as long as there are no Enemies in that Zone. When a Hero collects an Objective token, they immediately discard all Famine tokens they have on themselves. Then, each Hero gains 3 XP.

• **Lord of Famine:** Until all the Scroll Pieces have been collected, Heroes are not able to attack Famine, move into Famine's Zone, Wound, or apply any abilities or effects to it in any way. Once all 4 Objective tokens have been collected, Heroes are able to attack Famine, apply abilities and effects as usual, and may move into its Zone.

• **Famine Horseman:** Before all Scroll Pieces have been collected, Famine only activates when the 'Growing Hunger!' Punishment card is revealed. After all Objective tokens have been picked up, Famine activates as a regular Roaming Monster.

CAMPAIGN CHANGES

- **Special Setup:** Spawn a Famine Roaming Monster 2 tiers above the current Dungeon Level instead of the Level 5.
- **Gather the Scroll Fragments:** When an Objective token is picked up, each Hero gains 6 XP instead.

CAMPAIGN PROGRESSION

- **Rewards:** Choose 1 Hero to gain the Famine Skill card. Draw 2 Treasure tokens from the bag. Draw that many Treasure cards from the corresponding decks. Distribute these cards to the Heroes and and return the tokens to the Treasure bag.
- **Distribute Experience amongst Heroes as they wish:**
  1-2 Heroes: 3 XP
  3-4 Heroes: 7 XP
  5-6 Heroes: 11 XP
- **Update Treasure bag and go to the next Quest** (see page 4).

Hero Starting Zone

Famine's Zone

Objective Token x4

Starting Mob Zone x1

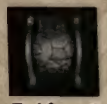
Spawn Token x4

Regular Chest Token x2

Forge Token x1

Fountain Token x1

Closed Door x11


Bridge x2

Bear Trap Token x2

Spike Trap Token x2

Roaming Monster Portal Token x1

Portal Token (Up to x2)

Pillar Token x1

**Loot tokens are placed according to the number of Heroes:*

1-2 →

3-4 →

5-6 →

QUEST C:
WAR

The Horseman of War channels violent conflict and mortal strife with its mere presence. As such, it is impervious to all harm so long as the spoils of war litter the field around it. The Lightbringers must channel the warrior spirit within them and face this rider of calamity to ensure the safety of their world.

Tiles needed (from *Hellscape*, [A] Tiles): **1B.**
Tiles needed (from *Four Horsemen*, [F] Tiles): **4A.**

QUEST OBJECTIVES

Complete the objectives in order:
1- War Fighters: Kill 5 Enemies
2- Spoils of War: Pick up the 3 Chests in the Dungeon
3- Defeat War: Kill the War Roaming Monster

4A
1B

Hero Starting Zone

War's Zone

Starting Mob Zone x1

Closed Door x3

Greater Chest Token x1

Regular Chest Token x2

Roaming Monster Portal Token x1

Portal Token (Up to x2)

Forge Token x1

Spike Trap Token x2

Bridge x2

*Loot tokens are placed according to the number of Heroes:
1-2 → 1 | 3-4 → 2 | 5-6 → 3

QUEST SPECIAL RULES

• **Special Setup:** Spawn a Level 5 War Roaming Monster in the indicated Zone. Place a Spawn token on the numbers 2, 4, 6, and 8 of the Darkness Track.

• **War Reinforcements:** When the Darkness Track reaches a space with a Spawn token, discard it and spawn a Mob on the Roaming Monster Portal (in addition to any usual Darkness Track effect).

• **Body Count:** Heroes can't pick up the 3 Chests (Regular and Greater) that start in the Dungeon until at least 5 Enemies have been killed. Each time a Hero kills an Enemy, place a Mana token on the War Roaming Monster card to track how many Enemies have been killed.

• **Spoils of War:** After at least 5 Enemies have been killed, stop counting (remove the Mana tokens from the War Roaming Monster card). Heroes now may pick up Chests. When a Chest is picked up, each Hero gains 3 XP.

• **Lord of War:** Until all Chests have been picked up, Heroes are not able to attack War, move into its Zone, Wound it, or apply any abilities or effects to it in any way. Once all 3 Chests have been picked up, Heroes are able to attack War, apply abilities and effects as usual, and may move into its Zone.

• **War Horseman:** Before all 3 Chests have been picked up, War only activates when the 'War Command!' Punishment card is revealed. After all the Chests have been picked up, War activates as a regular Roaming Monster.

CAMPAIGN CHANGES

• **Special Setup:** Spawn the War Roaming Monster 2 tiers above the current Dungeon Level instead of at Level 5.
• **Spoils of War:** When a Chest is picked up, each Hero gains 8 XP instead.

CAMPAIGN PROGRESSION

• **Rewards:** Choose 1 Hero to gain the War Skill card. Draw 2 Treasure tokens from the bag. Draw that many Treasure cards from the corresponding decks. Distribute these cards to the Heroes and return the tokens to the Treasure bag.
• **Distribute Experience amongst Heroes as they wish:**
1-2 Heroes: 3 XP
3-4 Heroes: 7 XP
5-6 Heroes: 11 XP
• **Update Treasure bag and go to the next Quest (see page 4).**

QUEST D:
DEATH

Death comes in many ways, but this time it comes as a Horseman of the Apocalypse! Can one truly defeat death? Even with the power of the Lifebringer, it is not an easy task. Ancient weapons must be found to aid the Lightbringers.

Tiles needed (from *Hellscape*, [A] Tiles): **3B, 5B, 6B, 7A.**
Tiles needed (from *Four Horsemen*, [F] Tiles): **1A.**

QUEST OBJECTIVES

Complete the objectives in order:
1- Reforge the Ancient Weapons: Place each of the 4 Objective tokens on a different Forge
2- Defeat Death: Kill the Death Roaming Monster

QUEST SPECIAL RULES

• **Special Setup:** Spawn a Level 5 Death Roaming Monster in the indicated Zone.

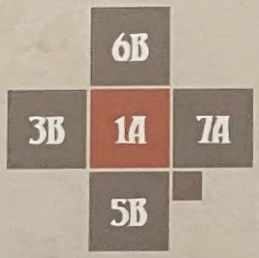
• **Ancient Weapons:** Each Objective token represents fragments of an ancient weapon that was buried alongside famous kings and warriors. To collect a fragment, a Hero may spend 1 action while in the same Zone as an Objective token. When a Hero collects an Objective token, place it in their Inventory. It can be traded as an item.

• **Magical Forges:** Each Forge Token represents a Magical Forge. Place 1 Time token in each Forge Zone.

• **Reforging the Weapons:** Each Fragment must be reforged in a different Forge in the Dungeon. To reforge a weapon, a Hero carrying at least 1 Objective token must interact with a Forge Zone that still has an Time token and, instead of the regular effect, discard 1 Objective token from their Inventory. Then, draw a Level 5 Mob item, remove the Time token from that Zone, and each Hero gains 3 XP. Forges without Time tokens function as regular Forges.

• **Lord of Death:** Until all ancient weapons have been forged, Heroes are not able to attack Death, move into its Zone, Wound it, or apply any abilities or effects to it in any way. Once all 4 ancient weapons have been forged, Heroes are able to attack Death, apply abilities and effects as usual, and may move into its Zone.

• **Death Horseman:** Before all 4 weapons have been forged, Death only activates when the 'Death Upon Us!' Punishment card is revealed. After all 4 weapons have been forged, Death activates as a regular Roaming Monster.



CAMPAIGN CHANGES

- **Special Setup:** Spawn a Death Roaming Monster 2 tiers above the current Dungeon Level instead of a Level 5.
- **Reforging the Weapons:** When a weapon is reforged, each Hero gains 6 XP instead. Instead of drawing a Level 5 Mob item, draw a Mob item of the current Dungeon Level.
- **Magical Forges:** Heroes may only use each Forge for their regular effect after they have used it to reforge a weapon and removed the Time token on it.

CAMPAIGN PROGRESSION

- **Rewards:** Choose 1 Hero to gain the Death Skill card. Draw 2 Treasure tokens from the bag. Draw that many Treasure cards from the corresponding decks. Distribute these cards to the Heroes and return the tokens to the Treasure bag.
- **Distribute Experience amongst Heroes as they wish:**
  1-2 Heroes: 3 XP
  3-4 Heroes: 7 XP
  5-6 Heroes: 11 XP
- **Update Treasure bag and go to the next Quest (see page 4).**

Hero Starting Zone

Death's Zone

Regular Chest Token x2

Spawn Token x4

Starting Mob Zone x1

Closed Door x7

Time Token x4

Objective Token x4

Pillar Token x3

Forge Token x4

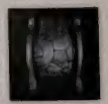
Fountain Token x2

Roaming Monster Portal Token x1

Portal Token (Up to x2)

**Loot tokens are placed according to the number of Heroes:*

1-2 →
3-4 →
5-6 →


Bridge x1

FINAL QUEST

THE FOUR HORSEMEN

The Four Horsemen of the Apocalypse have united! Long have they been riding companions and know how to work together to bring their foes low. Will the Heroes be able to unite against their combined might and defeat them once and for all?

Tiles needed (from *Hellscape*, [A] Tiles): **7B, 1B.**
Tiles needed (from *Four Horsemen*, [F] Tiles): **1B, 2B, 3B, 4B.**

QUEST OBJECTIVES

Complete the objectives in order:

1- **Destroy the 4 Apocalypse Stones and enter the Apocalypse Hall:** Remove the 4 Objective tokens from the Dungeon to access the Apocalypse Hall
2- **Defeat the 4 Horsemen:** Win the fight against the 4 Horsemen

QUEST SPECIAL RULES

• **Apocalypse Hall:** The Apocalypse Hall (Tiles [F]1B, [F]2B, [F]3B, [F]4B) is the Boss Chamber. To gain access to it and start the Boss Fight against the 4 Horsemen, the Heroes must first destroy the 4 Apocalypse Stones that seal the Hall.

• **Apocalypse Stones:** The Apocalypse Stones are represented by Objective tokens. In order to destroy an Apocalypse Stone, a Hero must spend 1 action while in the same Zone as an Objective token. Every time an Apocalypse Stone is destroyed, each Hero gains 7 XP.

Four Horsemen Boss Fight

As soon as all 4 Stones have been destroyed, immediately place all Heroes in any of the 4 center Zones of the Apocalypse Hall (they do not have to be placed in the same Zone). Remove all Tiles that are not part of the Boss Chamber, including all components placed on them. Remove the Darkness Track and place the Four Horsemen's Boss Dashboard next to the Dungeon with the Darkness Marker on the leftmost space of the Boss track. Heroes recover all Health and Mana to their maximum values. **Place 1 Famine token and 1 Plague token on each Hero**. Then, perform a Level Up Phase and immediately start a new Hero Phase.

• **Boss Track:** If the Boss track reaches its last space, move it back to the first space.

• **The Four Horsemen:** Each Horseman is considered a different Enemy. They are all considered to be Bosses (not Roaming Monsters). Heroes need to defeat all 4 Horsemen to win. Each Horseman has the same values for Defense, Attack, and Health, but each of them has a different attack type and effect. Track their Health separately.

• **Punishments:** When Heroes enter the Apocalypse Hall, remove the Greater Punishment card from each Horseman deck and shuffle the other 3 cards, forming the Horseman's Punishment decks, one for each of the Horsemen. Draw a Punishment card from each deck. New Punishment cards are drawn every time the Boss track advances, discarding the previous ones. If the decks are empty when the track advances, shuffle the discarded cards to form a new deck before drawing. If a Horseman is killed, remove all its Punishment cards and respective tokens from the game.

• **Horsemen and Movement:** The Horsemen are not affected by any abilities or effects that might affect their movement. They can't be moved, pulled, pushed, or placed in any way apart from effects described on the Boss Dashboard.

• **Doom Carousel:** The Doom Carousel effect moves the Horsemen following a Carousel pattern. To do so, move each Horseman 2 Zones following the arrows shown in the Setup map, according to which ring they are in. The Apocalypse Hall is divided into 3 rings:

- **Outer Ring:** Red arrows
- **Middle Ring:** Blue arrows
- **Inner Ring:** Black arrows

The 4 Horsemen start the battle on the Outer Ring, moving along the red arrows. Throughout the game, as the Horsemen are defeated, the Hall shrinks in size and the rings are destroyed.

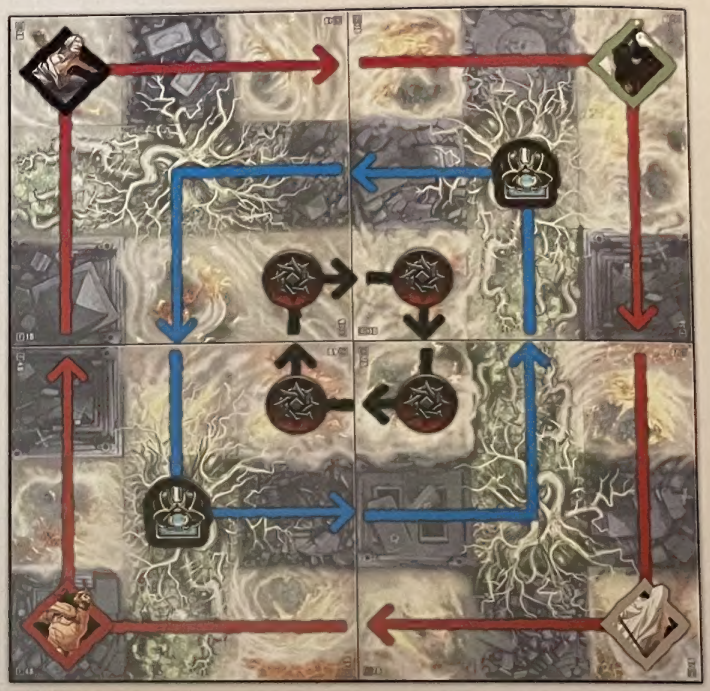
When the first Horseman is defeated, the Outer Ring is destroyed. Move all Enemies and Heroes that are on any of the Outer Ring Zones to their closest Zone in the Middle Ring. All Zones in the Outer Ring count as being destroyed and are inaccessible for the rest of the Quest. Discard or return any tokens from Zones on this ring. While on the Middle Ring, the Horsemen move along the blue arrows. Note that in the Boss Fight killing each of the Horseman does not grant XP.

When the second Horseman is defeated, the Middle Ring is destroyed. Move all Enemies and Heroes that are on any of the Middle Ring Zones to their closest Zone on the Inner Ring. All Zones in the Middle Ring count as being destroyed and are inaccessible for the rest of the Quest. Discard or return any tokens from Zones on this ring. While on the Inner Ring, Horsemen move along the black arrows. When all Four Horsemen are killed, the Quest ends in victory.

CAMPAIGN CHANGES

Do not place any Loot tokens during Setup.

- **Special Setup:** Use the Campaign side of the Boss Dashboard.
- **Four Horsemen Boss Fight:** Place 2 Famine tokens and 2 Plague tokens on each Hero, instead.



Hero Starting Zone

Boss Fight Starting Zone

Famine's Zone

Plague's Zone

War's Zone

Death's Zone

Objective Token x4

Starting Mob zone x1

Spawn Token x4

Closed Door x6

Greater Chest Token x2

Roaming Monster Portal Token x1

Portal Token (Up to x2)

Pillar Token x1

Forge Token x2

Fountain Token x2

Bridge x2

**Loot tokens are placed according to the number of Heroes:*

1-2 → 3-4 → 5-6 →